

GARRISON INSTRUCTION

Please insert disc into drive 0 when the workbench is demanded and switch off external drives. After a short leader you are asked to insert the second disc. A short time later the title screen appears. This may be aborted by pressing the SPACE key. In case that no key is pressed several playing figures, rivals and the objects which have to be collected are shown after the title screen.

After having pressed the SPACE key you enter the CHARACTER-SELECTION picture. Here you can chose the characters you want to play with. All figures have several different qualities, but we will not betray which advantages and disadvantages belong to each figure.

You can activate these figures pressing the function keys F1 - F5 or F6 - F0, and if you want to you can deactivate them pressing the same key.

Now the game can begin!

Before each single level you are asked with which figures you want to play with. Two players may play simultaneously and up to five persons can participate in this game. Therefore one player can chose his figures with F1 - F5 and another player with F6 - F0. On this way different people can finish in varied combinations a level. Skillful teamwork may become vitally necessary in the higher levels, and therefore you should not waste any time in mutual bombarding!

During the game you may chose additional figures. But it is only possible to dial each figure once in a level.

If your AMIGA possesses 512kb RAM all figures have the same appearance but have their typical qualities. With an extended memory all figures have an individual appearance.

All figures are controlled with the joystick:

player 1: port 2 / player 2: port 1

The figure follows the moves of the joystick and with pressing the firebutton you can shoot to the according direction.

The player has naturally only one life, the HEALTH is indicated on the right side near the SCORES for every player.

Contacts and hits lead to a deterioration of your health, but do not forget other objects which could have the same effect.

The indication SHMAPF shows all abilities of each figure.

Letters have following meanings:

S - SPEED of the characters

1 - 5

H - HAND-HAND COMBAT

1 - 5

This stands for the ability hindering a rival in a further participation in the game

1 - 9

M - Magic power (MAGIC). This power raises the effect of a SCROLL. A SCROLL is an object you have to collect and which eliminates every other rival on the screen. You can activate a SCROLL

either with the left SHIFT key (player 1) or with the right (player 2). And because magic power requires concentration the player can not move.

- | | |
|--|-------|
| A - ARMOUR. The stronger the amour the lower are the losses of your health touching a rival. | 1 - 5 |
| P - SHOT-SPEED | 1 - 5 |
| F - FIRE-POWER | 1 - 9 |

You can break off the game with ESC.

With pressing the SPACE key you can stop the game up to another pressure on this key.

But unfortunately the effect of the lot of various figures you may meet in the legendary castle is up to now totally unknown.

Some scanty tips may be catched after the title screen.

In the higher levels you will recognize the increasing amount of rivals. They become stronger and some of them should be immune against SCROLLS.

And these appear out of the "spring of ghosts". This game contains 128 levels which will be arranged by chance after the fourth level.

After having finished gloriously a level you can write your name into the HIGHSCORE table. You have to use the keyboard and finish with RETURN.

There are seperate highscore tables for each character and a team list for the general performances of all players.

please contact:

RAINBOW ARTS SOFTWARE GmbH
Münsterstr. 27
4830 Gütersloh 1
West-Germany

game development:
DIGITAL DREAMS

program:
ANDREAS HOMMEL

sound:
SOUND CREATION STUDIO

graphics:
ANDREAS HOMMEL
ORLANDO PETERMANN
ULRICH WELTNER